

**PRODUCTS OF YOUR IMAGINATION™**



**TSR Hobbies, Inc.**



# ADVANCED DUNGEONS & DRAGONS™



Exciting plastic figures cast in 3 1/4" scale help children discover the mystery behind the world famous DUNGEONS & DRAGONS® games. These painted men and monsters, inspired by the AD&D™ Monster Manual and FIEND FOLIO™ Tome, feature high action poses to delight ages 4 and up.

## Shambling Mound & Treasure Sack

(2 pieces) 5025

## Minotaur of the Maze & Crown

(2 pieces) 5026

## Odious Ogre & Treasure Chest

(2 pieces) 5027

## Terrible Troll & Goblin

(2 pieces) 5028

## Ragin Roper

(bendable, not shown) 5020

## Deadly Grell

(bendable) 5021

## Carion Crawler

(bendable, not shown) 5022



# Fantasy Adventure Figures



**Umber Hulk & Dungeon Treasure**

(2 pieces) 5029

**Bullywugs of the Bog**

(2 pieces) 5015

**Skeleton Soldiers of Sith**

(2 pieces) 5016

**Sinister Spectre & Lich**

(2 pieces) 5017

**Five-Headed Hydra**

(bendable, not shown) 5018

**Neo-Otyugh**

(bendable) 5019

**Chimera**

(bendable, not shown) 5023

**Fire Elemental & Crystal Ball**

(2 pieces) 5024

**Stalwart Men-At-Arms**

(2 pieces) 5006

**Steadfast Men-At-Arms**

(2 pieces) 5007

**Heroic Men-At-Arms**

(2 pieces) 5008

**Elves of the Woodlands**

(2 pieces) 5009

**Dwarves of the Mountain King**

(3 pieces) 5010

**Sarken Mercenaries**

(2 pieces) 5011

**Orcs of the Broken Bone**

(2 pieces) 5012

**Troglodyte & Goblin**

(2 pieces, not shown) 5013

**Bugbear & Goblin**

(2 pieces) 5014

# DUNGEONS & DRAGONS® Games



## **DUNGEONS & DRAGONS® Basic Set Revision — 1011**

A whole world of fun and imagination can be found in the Basic Set — monsters, treasures, magic and rules for designing dungeons and exciting adventures. Beginning to intermediate players, ages 10 and up.

## **DUNGEONS & DRAGONS® Expert Set Revision — 1012**

Includes an expanded treatment of wilderness, naval and aerial adventures — as well as character advancement to greater levels of power and prestige! Intermediate to advanced players, ages 10 and up.

## **D&D® Basic Set Modules**

**B1 IN SEARCH OF  
THE UNKNOWN**  
9023

**B2 THE KEEP ON  
THE  
BORDERLANDS**  
9034

**B3 PALACE OF THE  
SILVER PRINCESS**  
9044

**B4 THE LOST CITY**  
9049

## **New Releases**

**M1 BLIZZARD PASS**  
9067

**M2 MAZE OF THE  
RIDDLING  
MINOTAUR**  
9060

**01 GEM & THE  
STAFF**  
9050

## **D&D® Expert Set Modules**

**X1 THE ISLE OF  
DREAD**  
9043

**X2 THE AMBER  
CASTLE**  
9051

**X3 THE CURSE OF  
ZANATHON**  
9056

## **New Releases**

**X4 MASTER OF THE  
DESERT NOMADS**  
9068

**X5 THE TEMPLE OF  
DEATH**  
9069

# ADVANCED DUNGEONS & DRAGONS® Games



These hardbound books present the player and the Dungeon Master with complete and detailed information on how to run an ADVANCED DUNGEONS & DRAGONS® fantasy game in dungeon and campaign form.

**AD&D™ MONSTER MANUAL — 2009**

All New!  
**AD&D™ Monster Manual II**

**AD&D™ PLAYERS HANDBOOK — 2010**

**AD&D™ DUNGEON MASTERS GUIDE  
2011**

**AD&D™ FIEND FOLIO® Tome — 2012**

**AD&D™ DEITIES & DEMIGODS™  
Cyclopedia — 2013**

**ADVANCED D&D® Modules — Beginner,  
Intermediate, Advanced and Special  
Levels. (21 modules available)**

## **New Modules**

- I3 Pharaoh — 9052
- I4 Oasis Of The White Palm — 9053
- I5 Tomb Of Martek — 9054
- L2 Assassin's Knot — 9057
- U3 The Final Enemy — 9076
- UK1 Beyond the Crystal Cave — 9066
- T2A The Temple of Elemental Evil  
9070
- EX1 Dungeonland — 9072
- Beyond The Magic Mirror — 9073
- Ravenloft  
Scenario Assortment
- 12 Tomb Of The Lizard King — 9055

# TSR™ Role-Playing Games



## **GAMMA WORLD® Science Fantasy Game 3002**

Players must try to explore this dangerous new world where mutational powers, fragmented technology, and ancient skills contend for superiority. Includes a 56-

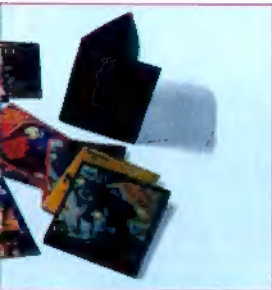
page rulebook, campaign map and polyhedra dice.

### **New Releases**

**GAMMA WORLD® Revised Edition -- 7010**

## **STAR FRONTIERS™ Game 7007**

STAR FRONTIERS™ characters set forth into deep space to complete dangerous missions and explore uncharted worlds. They then select skills for their characters and equip them to sur-



**DAWN PATROL™ Aerial  
Combat Role-Playing Game  
7008**

Here is an updated, enhanced version of FIGHT IN THE SKIES™ game, the classic game of WWI dog-fighting. New scenarios, a colorful aerial mapboard and individually designed aircraft counters are combined with an easy-to-read Basic Game.

**GANGBUSTERS™ Game  
7009**

Players in the GANGBUSTERS™ game investigate the underworld of Lakefront City — a fictional metropolis of the "Roaring Twenties" and "Troubled Thirties." Includes a 64-page rulebook, a 16-page module, dice, a sheet of counters, and maps of Lakefront City.

**BOOT HILL® Wild West  
Game 7005**

The Wild West comes alive as BOOT HILL® game players become lawmen, Indians, outlaws or bankers. Historical scenarios are also included, with statistics on 100 of the most famous gun-slingers of the Old West. Includes 36-page rulebook, campaign maps and percentile dice.

**TOP SECRET® Espionage  
Game 7006**

TOP SECRET® Espionage Role-Playing Game places players in the roles of individual agents, undertaking dangerous missions. The game comes with 64-page rulebook, introductory module and map folder and a set of percentile dice.

vive the unknown perils of interplanetary adventure. Includes rulebooks, introductory module, maps, counters and dice.

**New Game!**

**STAR FRONTIERS™  
Knight Hawks Game  
7011**

# **SPI™ Games**



## **JACKSON AT THE CROSSROADS™/THE BATTLE OF CORINTH™ Games 3410**

Jackson/Corinth presents two major battles that influenced the course of the Civil War. **COMPLEXITY:** High. **PLAYERS:** 2; suitable for solitaire play.

## **DRAGONQUEST™ Game 3900**

This is it! Our great new Second Edition Master Set contains the complete rules for the **DRAGONQUEST** game, plus an introductory adventure. **COMPLEXITY:** High. **PLAYERS:** 3 to 8; not suitable for solitaire play.

## **SPIES!™ Multi-Player Game of International Intrigue 3420**

**SPIES!** game allows two to five players to guide the destinies of major European nations through the turbulent years of 1933-1939. **COMPLEXITY:** Low (ages 12 through adult). **PLAYERS:** 2 to 5; not suitable for solitaire play.

## **THE SWORD AND THE STARS™ Game — 3340**

The Sword and the Stars™ game depicts the dynamics of the creation, expansion, and perpetuation of an empire that stretches across hundreds of light-years. **COMPLEXITY:** Moderate. **PLAYERS:** 1 to 5; moderate to high solitaire suitability.



# TSR Boardgames and Computer Games



## **DUNGEON!® Adventure Game — 1010**

Game includes tokens, dice, colorful monster and treasure cards as well as a full-color game board. Ages 8 and up.

## **FANTASY FOREST™ Game — 1014**

Game includes a colorful game board, 60 game cards, 4 pawns and basic ingredients for hours of fun for players age 5 to adult.

## **THESEUS AND THE MINOTAUR™**

Computer Fantasy Game 3501

## **DUNGEON!™ Computer Adventure Game 3502**



## **DAWN PATROL™**

## **Computer Aerial Combat Game 3503**

Games intended for use with the APPLE® II or II+ computer with 48K and DOS3.3.

**Our Two Latest Computer Games for  
the ATARI® 400, 800, or 1200XL  
Computer with 48K.**

## **ORDEAL OF MAGIC™**

Computer Fantasy Game

## **ALIEN CONQUEST™**

Computer Strategy Game

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\*APPLE is a registered trademark of Apple Computer, Inc.

# Gaming Accessories

## **ADVANCED DUNGEONS & DRAGONS®**

**Player Character Folder And Adventure Records 9029**

## **ADVANCED DUNGEONS & DRAGONS®**

**Non-Player Character Records 9030**

## **THE ROGUES GALLERY 9031**

THE ROGUES GALLERY is a 48-page booklet presenting hundreds of pre-rolled characters for use in AD&D™ fantasy games.

## **DUNGEON MASTERS LOG 9036**

Dungeon Masters can now organize the details and statistics of each group of players on three-hole drilled sheets for easy reference.

## **The Revised WORLD OF GREYHAWK™ Fantasy World Setting 1015**

## **HEX BOOKS 8007**

Approximately 60 sheets of quarter inch hexes allow plenty of room for mapping fantasy worlds.

## **DUNGEON MASTERS SCREEN 9024**

The game master can shield his materials from the players and have the most important information at a glance.

## **DUNGEON GEOMORPHS I, II, III 9048**

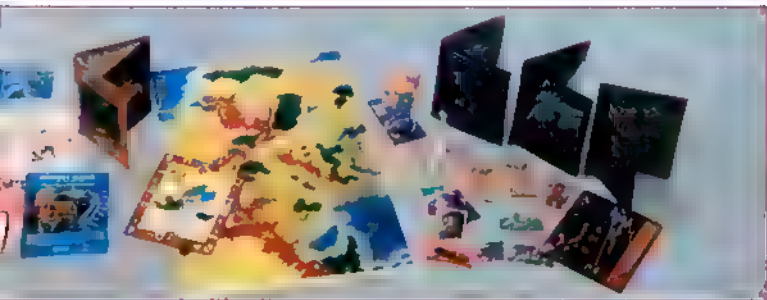
Entire dungeons can be created in minutes with DUNGEON GEOMORPHS, a booklet of ready to use map sections.

## **DRAGON DICE® Percentage Generators 8004-L**

A set of four ten-sided DRAGON DICE® generators with marker in a special carrying case, used to generate numbers from one to one hundred.



## **DRAGON DICE® Random Number Generators 8005-L BASIC Player Character Record Sheets 9037 AD&D™ Player Character Record Sheets 9028 MONSTER & TREASURE BOOK I, II, III 9047**



**ADDED™ MONSTER CARDS**  
8009, 8010, 8011, 8012

**REFeree SCREENS AND  
MINI-MODULES**

The screens are valuable playing aids that contain the charts, tables and general information most commonly used by Game Masters. The packages include:

**STARFRONTIERS™** Referee  
Screen and Mini-Module,  
Assault on the Starship  
Omnikron 6801

**GAMMA WORLD™** Referee  
Screen and Mini-Module  
Albuquerque Starport 6501

**TOP SECRET™** Administrator's  
Screen and Mini-Module  
Operation; Exec One 6601

**BOOTHILL™** Referee Screen  
and Mini-Module. Shootout  
In Northfield and Other  
Famous Gunfights 6701

# TSR Publishing



## DUNGEONS & DRAGONS™ ENDLESS QUEST™ BOOKS

The reader chooses the course of his/her fantasy adventure by making a series of programmed choices. Each book is targeted for a middle school or older audience with a reading level of age 12.

- THE DUNGEON OF DREAD  
8501
- THE MOUNTAIN OF MIRRORS  
8502
- PILLARS OF PENTAGARN  
8503
- RETURN TO BROOKMERE  
8504
- REVOLT OF THE DWARVES  
8505
- REVENGE OF THE RAINBOW  
DRAGONS — 8506



**CIRCUS OF FEAR — 8510**  
**STAR FRONTIERS™**  
**ENDLESS QUEST™ BOOKS**  
**VILLAINS OF VOLTURNUS — 8508**

**TOP SECRET™**  
**ENDLESS QUEST™ BOOKS**  
**THE HERO OF WASHINGTON SQUARE**  
**8507**  
**ROBBERS & ROBOTS**  
**8509**

**ENDLESS QUEST™ Gift Set**

Get the first six books in a colorful gift pack!

### **ARES™ Magazine**

ARES™ Magazine is the only science fiction magazine with a game in it. Though concentrating on science fiction primarily, ARES Magazine will cover the realm of imaginative fiction and will offer an occasional fantasy boardgame and fantasy fiction.

### **STRATEGY & TACTICS® Magazine**

Published quarterly, STRATEGY & TACTICS Magazine includes a ready-to-play game, two historical articles and inside news for the hobby enthusiast.





### **1984 REALMS OF WONDER FANTASY ART CALENDAR**

Realms of Wonder Calendar is one of TSR's most colorful offerings. Each four-color spread portrays another great D&D® scenario ranging in appearance from the beautiful to the terrifying.



### **AMAZING™ Science Fiction Stories**

AMAZING™ Science Fiction Stories is the oldest magazine of its kind. The magazine was founded in 1926 by Hugo Gernsback, "the father of science fiction," and throughout its history has served as a showplace for the best established SF and fantasy authors as well as the most promising of the newcomers to the field.

### **DRAGON® Magazine**

#### **The Monthly Adventure Role- Playing Aid**

Each issue contains a complete game or playing accessory designed for use with one or more of the most popular role-playing game systems on the market today. The magazine also includes historical articles, fantasy and adventure fiction, coverage of miniature figures, book and game reviews, and full-color comic strips.

# Official AD&D™ Metal Miniatures

TSR now offers hobby and gaming enthusiasts intricate metal miniatures to add a new dimension to the best-selling games. These finely sculpted 25 mm figures come in sets and are ready for painting or AD&D™ play. For ages 14 and up.

## Set 1

**Magic Users & Illusionists**

## Set 2

**Monks, Bards & Thieves**

## Set 3

**Fighters, Rangers & Paladins**

## Set 4

**Clerics & Druids**



